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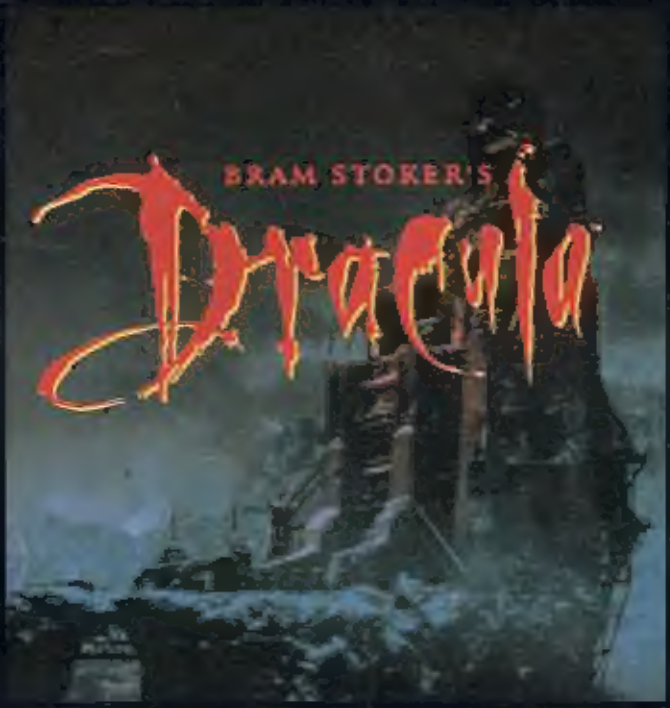

INSTRUCTION BOOKLET

SONY

IMAGESOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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CONTENTS

Introduction 2
Starting Up 3
Names of Controller Parts 4
Controlling Harker 5
Main Game Menu 6
Main Game Screen 7
Pick Ups 8
Scenes 8

In the black of night he stalks his unwitting victims with the passion of a prince and the grace of a wild animal. Able to assume the guise of everything from a shadow on the wall to a jagged-toothed wolf beast, he feeds on the living, sinking his pearly fangs into their fair throats for a drink of their life-giving serum. For he is the Prince of Darkness—Count Dracula—and he's cast his hypnotic spell on your lovely mistress, Mina Murray. Now you, Jonathan Harker, must drive a stake through the heart of this vampire and save the fair Mina from eternal life as a vampiress.

STARTING UP

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.

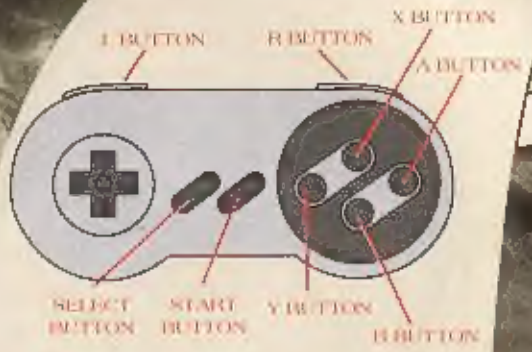
2. Insert the Dracula Game Pak, label facing front, in the system slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. When the Title screen appears, press the START Button to begin play.

Virgin's Lair

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:

CONTROLLING HARKER

TO WALK RIGHT OR LEFT:
Press the Control Pad LEFT or RIGHT.

TO CROUCH:
Press the Control Pad DOWN.

TO USE A WEAPON:
Press the A Button.

STANDING JUMP:
Press the B Button.

LONG JUMP:
Press the B Button while walking.

JUMPING SLASH:
Press the A and B Buttons at the same time.

TO PAUSE GAME:
Press the Start Button.

MAIN GAME MENU

From the Main Game Menu you can begin play by flipping through the pages of the Vampyre Book by pressing the Directional Pad RIGHT.

MAIN GAME SCREEN

1. LIVES
This shows how many lives you currently have. You begin each game with five lives.

2. SCORE
This records your point total tallied during each level of play. The more enemies you destroy, the more points you get.

3. ENERGY BEAKERS
Three Energy Beakers equal one life. All it takes to lose an Energy Beaker is one blow from an enemy.

4. WEAPON
This indicates the weapon with which you are currently armed.

ARROW
The arrow leads you through the current level.

PICK UPS

There are many Pick Ups in the game—each with its own special function. Pick Ups are placed after you find Doctor Van Helsing in selected points throughout the level. To collect a Pick Up, you must crouch to pick it up.

SCENES

In order to advance from level to level, you must destroy all kinds of enemies and get past Dracula. Beware! Dracula can assume the form of everything from a bat to a shadow on the wall. The following is a brief description of what you'll face in each level.

THE JOURNEY TO CASTLE DRACULA—Dusk

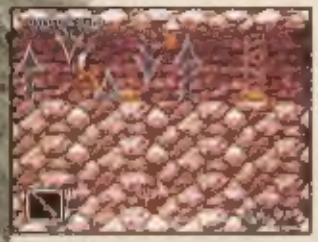
You begin your quest inside an old rat-infested village inn. Watch out for wild dogs, bug-eyed bats, hungry rats and club-happy henchmen.

THE JOURNEY TO CASTLE DRACULA—Night

On the way to Castle Dracula you'll have to make your way through mossy fields and jagged rock formations while fending off bats, spear wielding-henchmen and protruding skewers. And watch out for the Blue Dracula and his mighty whip.

HARKER'S ESCAPE FROM THE CASTLE—Dusk

You've made it to Dracula's library. Beware! Among the volumes of the Prince's favorite literature lurk more rats, bats, tarantulas and spindly skeletons.



HARKER'S ESCAPE FROM THE CASTLE—Night

Down in the cavernous vaults of Castle Dracula lurk venomous tarantulas, hordes of rats, hidden passage-ways, hovering walkways, protruding spears...and Dracula's fire-breathing dragon.

HARKER'S ESCAPE FROM THE CASTLE—Night

Get past Dracula's blushing brides and you're home free.

THE JOURNEY TO CIVILIZATION—Dusk

Venture into Dracula's barn and lasso some pretty lurid livestock including phantom horses, Molotov Cocktail-hurling henchmen, and of course, more rats.

THE JOURNEY TO CIVILIZATION—Night

You made it! Now cross the moat and get ready for a petrified forest filled with rabid wolves, giant tarantulas and sword-fighting skeletons ready to dice you up.

THE JOURNEY TO CIVILIZATION—Night

Welcome to the convent. Hope you're not afraid of heights—the only way out of this lofty mess is to scale the walls and lay to rest stiletto-swinging sleepwalkers.

THE JOURNEY TO CIVILIZATION—Night

Welcome to the land of the unliving and young Prince Dracula. With secret passageways, high-voltage fireflies, ghastly zombies and a tarantula nest crawling with hairy arachnids...this forest is anything but enchanting!

HILLINGHAM ESTATE—Dusk

This place needs an exorcism! Make it past the wild dogs, life-sucking bats, floating tables, and dematerialize a ghostly army of blade-carrying apparitions.

HILLINGHAM ESTATE—Night

Nothing like an ancient cemetery to lift your spirits. Beware of Lucy while you make your way through haunting oak trees and come face to face with neck-biting bats, wicked ravens, scruffy henchmen and snarling wolves.

Vimm's Lair

HILLINGHAM ESTATE—Night

Down in the Hillingham cellar it's cold and foggy—the perfect climate for a carnivorous colony of the unliving, and Dracula in his wolf form.

THE TRAIL TO CARFAX ABBEY—Dusk

Neat looking place, but you wouldn't want to live here. Unless you don't mind rooming with a lively set of floating furniture and a schizo band of pipe-clutching henchmen.

THE TRAIL TO CARFAX ABBEY—Night

Make it past the chain gang of blade-wielding women and hatchet men, break through the vanishing pillars, catch a floating platform across the fiery pit, dodge flame balls...and Dracula is yours. But first defeat that giant guy in the straight jacket!

THE TRAIL TO CARFAX ABBEY—Night

Only one more to go...after this! Gather your wits and prepare to go toe-to-talon and duel it out in the ruins of Carfax Abbey with Dracula in his bat form.

TRANSYLVANIA: CASTLE DRACULA—Dusk

At last—the Main Event. Welcome to the inner sanctum of Castle Dracula. There's only one way out...and that's up. Use floating blocks to ride past nasty gargoyles then keep your balance and elude laser-spitting granite skulls, giant bats and the red armor-clad Dracula.

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